

INTREPID TROPHY

March 30-31, 2002

REGATTA NOTES

1. Boats

The Intrepid Trophy will be sailed in supplied Navy 44's. There will be a crew of 8 sailing at any one time, with two alternates allowed during the course of the regatta.

2. Format and Scoring

Teams will practice on Saturday morning, fleet race on Saturday afternoon, and then match race on Sunday. Finishing positions for the Intrepid Trophy will be calculated by adding the finishing position for the fleet racing with the finishing position for the match racing. Ties will be broken in favor of the team with the highest finishing position in the match racing.

3. Schedule

Saturday 30 March

0900	Skippers meeting and boat selections
0930	Practice
1200	Warning signal for race #1 of the fleet racing
1630	No warning signal will be made after this time
TBD	Immediately after racing there will be a short presentation on match racing rules and format in the Hall of Fame

Sunday 31 March

0900	Skippers meeting
1000	Attention signal for first flight
1500	Awards ceremony (time approximate)

4. Safety

Per ICSA rules, PFD's must be worn at all times while afloat. Participating sailors should bring their own PFD's.

DRAFT SAILING INSTRUCTIONS - FLEET RACING

1. Rules

The regatta will be governed by the Racing Rules of Sailing (RRS), the US SAILING prescriptions and the ICSA Procedural Rules, except as they are changed by these sailing instructions, and by these sailing instructions.

2. Notices to Competitors

Notices to competitors will be posted on the official notice board located in the Hall of Fame.

3. Schedule of Races

Five races are scheduled with the first start at 1200 on Saturday 30 March. No warning signal will be made after 1630 on Saturday 30 March.

4. Racing Area

The racing area will be at the mouth of the Severn River in the vicinity of Bembe Beach.

5. The Course

The course will be either three legs (windward/leeward/finish to windward) or four legs (windward/leeward/windward/finish to leeward) with all marks left to port. The race committee will announce the course (“three legs” or “four legs”) over VHF 77 prior to the warning signal. The start line will be approximately 100 yards to leeward of the leeward mark. The finish line in a three-leg course will be between the windward mark to port and an adjacent pink ball. The finish line in a four-leg course will be between two pink balls in the vicinity of the start line.

6. Marks

The windward and leeward marks will be large orange balls. The start/finish buoys will be pink balls.

7. The Start

Races will start using a 5-4-1-0 minute sequence. There will be no visual signals. This changes rules 26.1. Per ICSA Procedural Rule 13 b) v), the round-the-ends rule 30.1 shall always apply after a general recall and no signal need be given.

Warning	5:00	whistle
Preparatory	4:00	whistle
One-minute	1:00	whistle
Start	0:00	whistle

8. Individual Recall

Boats that have not complied with rule 29.1 or rule 30.1 at the starting signal shall be signaled by flag “X” and a horn. The race committee may also attempt to notify individual boat(s) by hailing their mainsail number(s) on VHF 77. This changes rule 29.2.

9. Change of Course After the Start

The course may be changed at any time before the lead boat has begun to sail that leg. There will be no visual signals. The race committee will attempt to hail competitors on VHF 77. This changes rule 33.

10. Penalty System

The Scoring Penalty, rule 44.3, will apply. The penalty will be two places. Yellow flags will be supplied at the competitors meeting.

11. Protests

Protests shall be written on forms available in the Offshore Office and delivered there within 40 minutes of the last boat finishing the last race of the day. Protests will be heard immediately after racing.

12. Scoring

ICSA Procedural Rules 18 and 19 will be used for scoring.

13. Radio Communications

Boats should monitor VHF 77 at all times on their cockpit speakers except when exiting or entering Santee Basin.

14. Breakdowns

Boats should hail the race committee on VHF 77 in the event of a breakdown. Every effort will be made to correct the discrepancy as soon as possible.

DRAFT SAILING INSTRUCTIONS - MATCH RACING

1. Rules

The regatta will be governed by The Racing Rules of Sailing (RRS) including Appendix C, the US SAILING prescriptions, and the ICSA Procedural Rules, except as they are changed by these sailing instructions, and by these sailing instructions. Umpiring will be used. The delayed penalty system, Appendix C9, will be used.

2. Alterations to the Rules

Rule 16 is changed by adding the following:

(a) On the first meeting after entry, when the boats are within four boat lengths, and a port tack boat is keeping clear of a starboard tack boat, the starboard tack boat shall not change course if that immediately compels the port tack boat to change course. (i.e. No hunting on the first cross within four boat lengths)

(b) When boats are on a beat to windward, when the boats are within four boat lengths, and a port tack boat is keeping clear of a starboard tack boat, the starboard tack boat shall not change course to leeward. (No hunting to leeward when on a beat within four boat lengths)

3. Notices to Competitors

Notices to competitors will be posted on the official notice board located in the Hall of Fame.

4. Schedule of Races

A round robin is scheduled. The first attention signal will be at 1000 on Sunday 31 March.

5. Racing Area

The racing area will be at the mouth of the Severn River in the vicinity of Bembe Beach or in the Severn River adjacent to the Sailing Center. The location of racing will be announced at the competitors' meeting.

6. The Course

The course will be windward/leeward/windward/finish to leeward, with all marks left to port. The start/finish line will be approximately 100 yards to leeward of the leeward mark.

7. Marks

The windward and leeward marks will be orange tetrahedrons. The start/finish line will be between two pink balls.

8. The Start

Races will start in accordance with the starting sheet provided. The pairing list will be provided at the competitors' meeting on Sunday and indicates the order of races, including port and starboard end assignments. The boat entering from the port end will display a blue streamer from their backstay. The boat entering from the starboard end will display a yellow streamer from their backstay.

9. Change of Course After the Start

The course may be changed at any time before the lead boat has begun to sail that leg as long as there are no other boats on that leg. There will be no visual signals. The race committee will attempt to hail competitors on VHF 77. This changes rule 33.

10. Breakdowns

Before the attention signal of a flight, or within two minutes of finishing the previous race, whichever is later, a boat may display a yellow flag to signal breakdown or damage to the boat or her sails and to request a delay to the next start. The time allowed for repairs is at the discretion of the race committee. After the attentions signal, a match will not be postponed or abandoned due to breakdowns or the display of a breakdown signal.

11. Individual Recalls

When, at her starting signal, a boat sails on the course side of the starting line or its extensions, without having started correctly, the appropriate Blue/Yellow flag will be displayed on the Race Committee boat until she wholly returns to the pre-start side of the line or until two minutes after her starting signal.

12. Penalty System

The penalty system to be used will be as described in rule C9 (delayed penalties). Umpires will not display colored shapes to indicate the penalties, but may hail the competitor on VHF 77.

FORMAT

1. Boats and sails assigned will be used for the entire weekend. There will be no rotation of boats.
2. Saturday morning is mandatory practice for all teams.
3. Up to five fleet races will be attempted on Saturday with the sequence for the first race starting at 1200.
4. Navy will be entering five boats in the fleet racing portion of the regatta. The top two Navy boats will continue in the match racing. Only one Navy boat will be eligible for an overall trophy (1st, 2nd, 3rd), though any Navy team would be eligible for the fleet or match racing first place trophies.
5. In the match racing on Sunday, we will attempt to sail a complete round robin with each team racing each other team once.
6. Unbreakable ties in the round robin (i.e. three teams at 4-1) will be broken in favor of the team which has placed higher in the fleet racing.
7. The overall scoring for the Intrepid Trophy will be calculated by adding the fleet racing finishing place (including all Navy teams) and the match racing finishing place. Any ties will be broken in favor of the team placing higher in the match racing.
8. Prizes will be awarded to the top three overall teams, as well as the top fleet racing team and the top match racing team.